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A

T R E A T I S E
ON THE
GAME OF CRIBBAGE.

Price Two Shillings and Sixpence.

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T R E A T I S E ON THE GAME OF C R I B B A G E:

S H E W I N G

*The LAWS and RULES of the GAME, as now played
at St. James's, Bath, and Newmarket.*

W I T H T H E

*Best Methods of laying out your Cards, and exposing
all the unfair Arts practised by Sharpers.*

*Composed by several Sporting Gentlemen of the
first Celebrity;*

A N D D I G E S T E D

By ANTHONY PASQUIN, Esq.



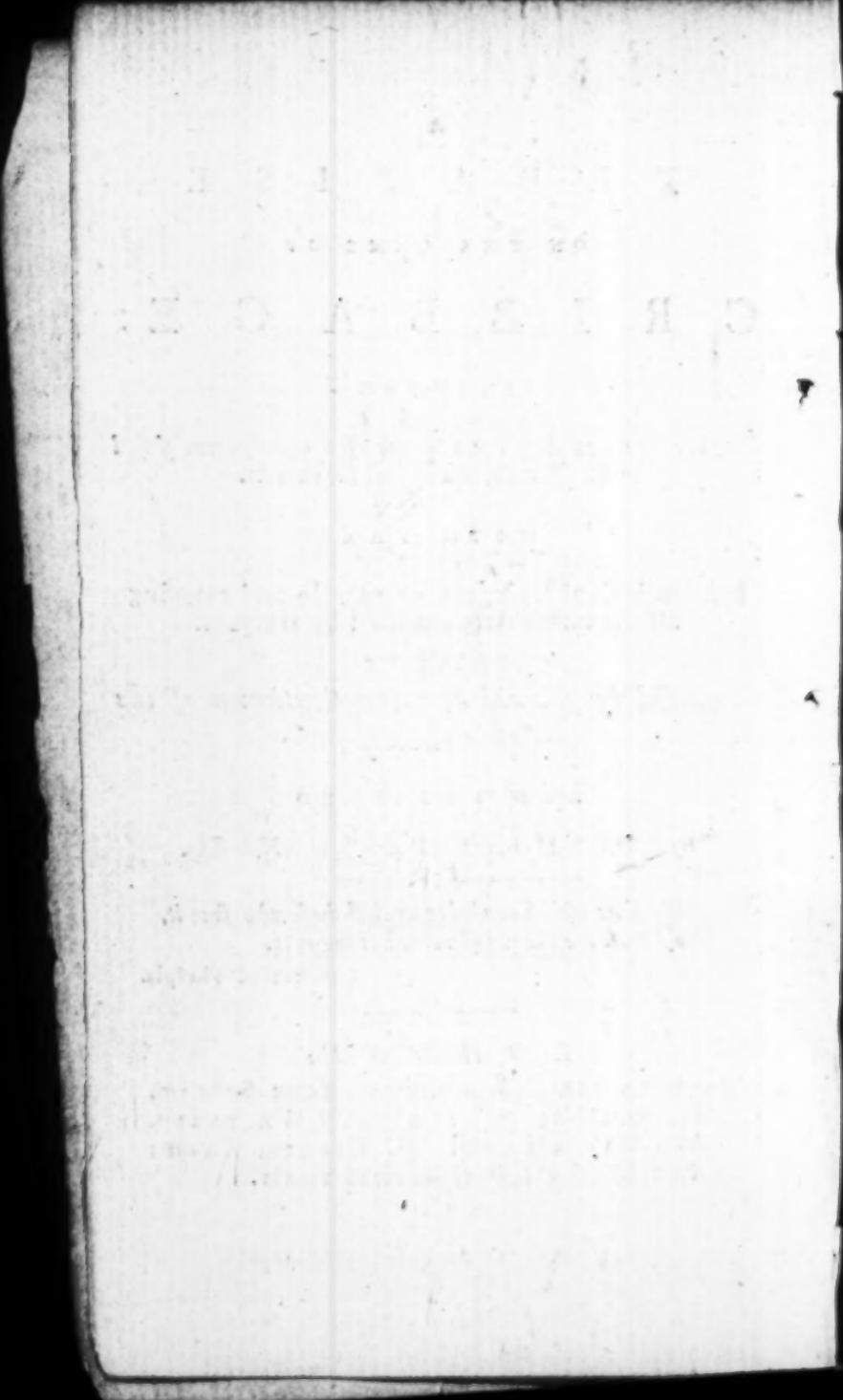
*Who plays with Knowledge agaist those who shun it,
Half wins the Game before he has begun it.*

Children of Thespis.

L O N D O N:

PRINTED FOR J. RIDGEWAY, YORK STREET,
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DEDICATION.

To the MINORS of
GREAT BRITAIN and IRELAND.

Young GENTLEMEN,

WHEN I undertook to edite the following little TREATISE, I resolved to dedicate this portion of my labor to you, and as the resolve originated in a desire to rescue ye from Deception, I trust ye will not deem the measure either impertinent or unfriendly.

Notwithstanding there are many among ye notorious for a density of *cranium*, or, in plainer language, a thickness of scull, I am not without hope that even they may be profited by the succeeding axioms of unornamented truth.

There can be but two motives for Gaming, and those motives are equally unamiable, viz. *Avarice* or *Dishonesty*.

The spirit of Gaming is upheld by two descriptions of people, those who *will win*, and those who *must lose*. That effort which is to the latter adventitious, is to the first a certainty — the professors of calculation methodize their villany, and laugh at the opera-

operations of Chance, while their bewil-
dered dupes measure every event by the
standard of Credulity, and believe that
possible to Fortune which can only be
reconciled to Fraud.

The meanest, if not the vilest inten-
tions, are immediately imputable to that
man who seriously labors to win the pro-
perty of his neighbour — the most potent
of his affections become perverted — and
all the noble attainments of his mind are
absorbed in the black gulph of fallacious
Necessity.

There is another capital disadvantage
which cannot be enforced too powerfully,
that is, a conviction upon an average
that

that three bets out of four are not discharged by the loser: this deprivation of base emolument principally arises from the improper admixture of the worthy and the unworthy, in those temples of Fortune where the love of gain supersedes the love of dignity.

I am convinced, from observation, that the spirit of Gaming has introduced more accumulated horrors in society than almost every other pursuit unallied to Discretion — the cup of Circe was not so baneful or illegitimate Ambition so false to her disciples.

As the imperceptible absorptions of the quick and destroy animal agency, do the gradual

gradual operations of Gaming fetter the springs of the understanding, and in each instance the danger is scarcely apparent till misery is inevitable.

No irregularity of thought is so unprofitable or irresistible as this — where it is once rooted the eradication becomes nearly impossible — splendid example blunts the edge of reproof, and the beacons of Probity are enveloped by the mists of Viciousness — the enviable calmness of Innocence is succeeded by Ruin and Remorse, and Desperation is the issue of both.

It engenders the worst of all sublunary consequences — it makes ye cease to respect

respect yourselves — it pollutes the stream of Purity — strengthens the arm of Suicide — overthrows the ministry of Religion — and makes him inglorious who was created to be exemplary.

The force of original sin must be wonderfully powerful in the bosom of that human being, who suffers a propensity to evil to be woven in the leading habits of existence, in opposition to every institute politic and moral. That individual who makes Gaming a governing system of his nature, cannot be said to have any regard for the peace of his mind, or the independence of his principle — every lesser Atrocity becomes attached

attached to its support — till it forms eventually an object too mighty for Philosophy to resist, or Reason to subdue !

Anthony Pasquin.

BIRMINGHAM, June 4, 1791.

N. B. This Work being entered at
Stationers' Hall, whoever presumes
to pirate it will be prosecuted.

C R I B B A G E.

FIRST PART.

C RIBBAGE is a game universally embraced by every description of people, not only in Great Britain, but in most parts of the globe; and, on account of its great variety, may be esteemed one of the best games for the purpose of amusement, that ever was invented. The latent chances of success are so extraordinary, and operate so suddenly, that hope, and even expectation of conquest, scarcely ever quits the bosom of the player until the contest is terminated. In this point of view it is a more pleasant pursuit on the cards, for two persons, than Piquet. This game differs totally from every other on account of the immense diversity of chances, which are contained in the irregular circulation of fifty-two cards; and it is admitted to be extremely difficult to acquire the knowledge of playing it well.

In order to make the progress of attaining a perfect knowledge of this game as easy as possible, I shall treat upon it under five distinct heads.

1st Part. Of what the game of Cribbage is composed.

2d Part. The best method of laying out your cards, not only when you deal, but when your adversary deals.

3d Part. The different situations of the game, shewing when you are at home, and when not; likewise, when to play on, and when to play off.

4th Part. The odds commonly betted by professed players, in the various stages of the game.

5th Part. Rules to be observed in playing the game, with penalties for not complying therewith; also, penalties for mistakes, &c. To which will be added, various critical points, and

and various games; with almost all the unfair methods practised by sharpers to obtain advantages over the unwary.

CRIBBAGE must be played with a full pack of cards, containing fifty-two, and may be played in different methods; that is, by dealing five cards each; six cards each; or eight cards each; and it may be played either by two persons, (which is the general way) or four. But, as the common method of playing the game is by two persons, with five or six cards, I shall confine my observations, principally, to what is called five and six card Cribbage; and shall begin with

FIVE CARD CRIBBAGE.

Sixty-one points make the game, and the best method of marking it is with a board made for the purpose, and two pegs for each player. By this means both parties may always observe with accuracy when the game is marked right.

On commencing the game you must cut the cards for deal ; and the person who cuts the smallest Cribbage card is entitled to deal ; and his adversary, or the person who loseth the deal, must mark three points, which is usually termed taking three for last.

When the cards have been well shuffled, or mixed, the non-dealer must cut them, and the dealer then begins, by dealing the cards one at each time, giving his adversary the first, himself the second, his adversary the third, himself the fourth, and thus alternately, until each has five cards. This being done, and each person having taken up his own cards, you proceed to lay out two cards each for the crib. This you should take all due care to perform in the most judicious manner possible, as in laying out your cards properly for the crib exists the first grand point towards playing the game well. In this stage of the game you must not fail to remember whether it is your own or your adversary's crib, as the cards which are the most proper to lay out for your crib are generally the most improper for that of your opponent. After each party has put

put out their two cards, the non-dealer cuts the remaining cards of the pack, and the dealer takes up the card which is left uppermost, and turns it. Here the dealer will always recollect when the card turned up is a knave he must score two points on the board towards his game. When the card, alluded to, is turned up, (be it whatever it may,) it then becomes a common card to each party, and must be reckoned with the hand and crib of each.

In playing the cards, the non-dealer always begins first, and may put down any card he thinks proper. If his adversary can, by playing any card he has in his hand, either make a pair or a fifteen, he is entitled to mark two points towards his game. The non-dealer then plays his second card, which probably may either come in for a pair, pair royal, sequence, or fifteen. Thus each party plays a card alternately, until the cards so played make thirty-one, or as near that number as they possibly can, without exceeding it, and that person who shall play the last card to make either thirty-one, or the nearest to it, is entitled to score one point

towards his game, for being the nearest to thirty-one, and two points towards his game if he makes thirty-one exactly.

When the cards have been played, and you have either made precisely thirty-one, or come so near to that number that no other card of either party will come in, or can be played, without exceeding such number, Whatever cards may remain in the hands of either party are not to be played. You then proceed to count, and take for your hands. The non-dealer must score or mark the game for his hand first, then the dealer takes for his hand, and after that for his crib.

In order to attain the proper knowledge how to take or mark what you may justly be entitled to, both during the time you play your cards, or in taking for your hand or crib, it is highly necessary to know what you must reckon for every particular part that composes the game of Cribbage; — you will therefore observe,

1st, in playing your cards may be made,

PAIRS;

PAIRS ROYAL;

DOUBLE PAIRS ROYAL;

FIFTEENS;

SEQUENCES;

THE END HOLE;

AND THIRTY ONE.

A pair is when your adversary plays any one card, and you immediately play another of the same.

An EXAMPLE.

Suppose your adversary plays a three, and you play another three, this makes a pair, and entitles you to score two points towards your game; then if your adversary should play another three, that would make a pair royal, and for which he has a right to mark six points towards his game. Again, suppose that you should immediately play the fourth three, this would be a double pair royal, and gives you the privilege to mark twelve points towards your game.

Fifteens may be made in various ways, either with two cards, such as eight and seven, nine and six, ten and five ; or with three cards, as with eight, two, and five ; seven, three, and five ; seven, six, and two ; two, three, and any tenth card, &c. in all which cases, whoever plays the card which makes *fifteen*, is entitled to score two points towards his game.

Sequences may be made with three, four, five, or six cards, and happen when they are played in such a manner as will form a regular, progressive number.

EXAMPLES.

The **A** one, (which is an ace,) two, and three ; two, three, and four ; three, four, and five ; four, five, and six ; five, six, and seven ; six, seven, and eight ; seven, eight, and nine ; eight, nine, and ten ; nine, ten, and knave ; ten, knave, and queen ; knave, queen, and king, are all *sequences* of three, and entitles that person who plays the last of such cards to mark three points towards his game. It is of no importance which of the cards are played first, or which second, if there is

is a *sequence* when the three cards are played, without the intervention of any other card having been played between.

In a similar manner are *sequences* of four, sequences of five, or *sequences* of six cards; for, whoever can play a card to make a *sequence*, such person instantly becomes entitled to so many points: For example—for a *sequence* of three, he may take three points; for a *sequence* of four, four points, &c. &c.

The *end hole* and *thirty-one* is won by that person who plays the last card, either nearest to, or precisely *thirty-one*; if exactly *thirty-one*, he marks two points for game; if only the nearest to *thirty-one* he can mark but one point, and this, among professed players, is esteemed a great advantage, as by getting the *end hole* yourself, you prevent your adversary from having it, which consequently makes a difference in your favour of two points.

When

When you have learned to reckon or count your game in playing your cards, you will find it extremely easy to do it for your hand and crib, as both are composed of pairs, pair-royals, double pair-royals, sequences, and fifteneens, with the addition of *flushes*, (a *flush* is when the cards in your hand are all of the same suit.) You must reckon for every pair, two points; for every pair-royal, six points; for every double pair-royal, twelve points; for every sequence of three cards, three points; for every sequence of four cards, four points, &c. &c. for every fifteen you can possibly make you must reckon two points; for a flush in your hand, take three points; for a flush of both the cards in your hand and the card turned up, take four points.

N. B. It cannot be a flush in the crib, unless the card turned up corresponds in suit with all the cards which compose the crib.

For having a knave in either hand or crib of the same suit as the card turned up, you take one point; for turning up a knave you take two points. These various points added together will

will make the whole number of points which can be contained in your hand or crib, and you must score your game accordingly.

I shall conclude the first part of these instructions relative to the GAME OF CRIBBAGE with a few Examples, by the way of illustration, which, I think, will sufficiently enable every learner to read his cards, and mark his game with accuracy.

EXAMPLES.

I wish to know how many points must be taken for a hand that contains the king of hearts, the six of spades, and four of diamonds, with the two of spades turned up ?

The answer will be, *Not one!* there not being found among those cards any pairs, sequences, fifteens, or flushes, consequently nothing can be marked for such cards ; but if in lieu of the two of spades you have a five turned up, pray how many points can be marked for that hand ? — The answer should be *seven*.

FOR EXAMPLE.

You will reckon the four, five, and six, to make one fifteen, which is two points ; the king

king and five make another fifteen, which is two points more. You must then reckon the four, five, and six, in sequence, which makes three points more. These put together make in the whole seven points.

ANOTHER EXAMPLE.

I wish to know how many points you will mark for a hand that shall contain the six, seven, and eight of spades, and the seven of hearts turned up?

You reckon the seven and eight of spades to make one fifteen, which is 2 points. The eight of spades and seven of hearts another fifteen, which is 2 points. The six, seven, and eight of spades, a sequence of three, which is 3 points. The six and eight of spades, with the seven of hearts, another sequence of three, which is 3 points. The seven of spades and the seven of hearts are a pair, which make 2 points. The six, seven, and eight of spades, make a flush in hand, for which you are entitled to count 3 points.

Total 15 points.

How many points must be marked for a crib that shall contain the five of clubs, the five of spades, the five of diamonds, and the knave of hearts, with the five of hearts turned up, and how, or in what manner, they are to be counted?

A N S W E R — There are twenty-nine points, (the greatest number which can be in any hand or crib, at either five or six card Cribbage,) and they are made out in the following manner:

The knave and five of spades make fif-

teen, which are 2 points.

The knave and five of diamonds, do. 2 points.

The knave and five of clubs, do. 2 points.

The knave & five of hearts (turn'd up) do. 2 points.

The five of spades, five of diamonds, and
five of clubs, do. 2 points.

The five of spades, five of diamonds, and
five of hearts, do. 2 points.

The five of spades, five of hearts, and five
of clubs, do. 2 points.

The five of diamonds, five of hearts, and
five of clubs, do. 2 points.

The double pair royal of five 12 points.

The knave of hearts being of the same
suit as the card turned up 1 point.

C	Total	<hr/> 29 points.
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Expt. I

On the 1st of May, 1890, I began a series of experiments on the effect of different substances on the growth of the *Leucostoma* spores.

The apparatus used was a glass jar.

The jar was made of clear glass.

The top of the jar was covered with a piece of white muslin.

The jar was placed in a dark room.

The temperature of the room was about 60° F.

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The temperature of the room was about 60° F.

C R I B B A G E.

SECOND PART.

THE most advantageous mode of laying out the cards, both when it is your own deal; and when it is your adversary's.

	<i>Own Crib.</i>	<i>Adversary's Crib.</i>
1 2 3 4 5	4 & 5	1 & 2
1 2 3 4 6	6 & 1	6 & 1
1 2 3 4 7	1 & 7	1 & 7
1 2 3 4 8	1 & 8	1 & 8
1 2 3 4 9	9 & 4	9 & 4
1 2 3 4 10	2 & 3	10 & 1
1 2 3 4 knave	2 & 3	knaver & 1
1 2 3 4 queen	2 & 3	queen & 1
1 2 3 4 king	2 & 3	king & 1
1 2 3 5 6	5 & 6	1 & 5
1 2 3 5 7	5 & 7	1 & 3
1 2 3 5 8	5 & 8	1 & 3
1 2 3 5 9	2 & 3	1 & 9
1 2 3 5 10	5 & 10	1 & 10
1 2 3 5 knave	5 & knave	1 & knaye
1 2 3 5 queen	5 & queen	1 & queen
1 2 3 5 king	5 & king	1 & king

	<i>Own Crib.</i>	<i>Adversary's.</i>
1 2 3 6 7	6 & 7	1 & 3
1 2 3 6 8	2 & 3	6 & 8
1 2 3 6 9	6 & 9	1 & 9
1 2 3 6 10	6 & 1	6 & 10
1 2 3 6 knave	6 & 1	6 & knave
1 2 3 6 queen	6 & 1	6 & queen
1 2 3 6 king	6 & 1	6 & king
1 2 3 7 8	7 & 8	1 & 2
1 2 3 7 9	7 & 9	1 & 7
1 2 3 7 10	1 & 7	7 & 10
1 2 3 7 knave	1 & 7	7 & knave
1 2 3 7 queen	1 & 7	7 & queen
1 2 3 7 king	1 & 7	7 & king
1 2 3 8 9	8 & 9	8 & 9
1 2 3 8 10	8 & 10	8 & 10
1 2 3 8 knave	1 & 8	8 & knave
1 2 3 8 queen	1 & 8	8 & queen
1 2 3 8 king	1 & 8	8 & king
1 2 3 9 10	9 & 10	1 & 9
1 2 3 9 knave	9 & knave	1 & 9
1 2 3 9 queen	9 & queen	9 & queen
1 2 3 9 king	9 & king	9 & king

	<i>Own Crib.</i>	<i>Adversary's.</i>
1 2 3 10 knave	10 & knave	1 & 10
1 2 3 10 queen	10 & queen	1 & queen
1 2 3 10 king	10 & king	10 & king
1 2 3 knave, queen	knave & qu.	1 & queen
1 2 3 knave, king	knave & king	1 & king
1 2 3 queen, king	queen & king	1 & king
1 2 4 5 6	1 & 2	1 & 3
1 2 4 5 7	4 & 5	1 & 7
1 2 4 5 8	4 & 1	1 & 8
1 2 4 5 9	4 & 2	1 & 9
1 2 4 5 10	4 & 1	1 & 2
1 2 4 5 knave	4 & 1	1 & 2
1 2 4 5 queen	4 & 1	1 & 2
1 2 4 5 king	4 & 1	1 & 2
1 2 4 6 7	4 & 1	1 & 2
1 2 4 6 8	4 & 2	1 & 8
1 2 4 6 9	4 & 1	1 & 6
1 2 4 6 10	6 & 2	2 & 6
1 2 4 6 knave	6 & 2	2 & 6
1 2 4 6 queen	6 & 2	2 & 6
1 2 4 6 king	6 & 2	2 & 6

[30]

	<i>Own Crib.</i>	<i>Adversary's.</i>
1 2 4 7 8	7 & 8	1 & 2
1 2 4 7 9	7 & 1	7 & 1
1 2 4 7 10	7 & 2	7 & 2
1 2 4 7 knave	7 & 2	7 & 2
1 2 4 7 queen	7 & 2	7 & 2
1 2 4 7 king	7 & 2	7 & 2
1 2 4 8 9	4 & 1	8 & 1
1 2 4 8 10	4 & 1	8 & 2
1 2 4 8 knave	8 & 2	8 & 2
1 2 4 8 queen	8 & 2	8 & 2
1 2 4 8 king	8 & 2	8 & 2
1 2 4 9 10	4 & 1	10 & 1
1 2 4 9 knave	9 & 2	9 & 2
1 2 4 9 queen	9 & 2	9 & 2
1 2 4 9 king	9 & 2	9 & 2
1 2 4 10 knave	4 & 1	10 & 2
1 2 4 10 queen	10 & 2	queen & 2
1 2 4 10 king	10 & 2	king & 2
1 2 4 knave, queen	4 & 1	queen & 2
1 2 4 knave, king	king & 2	king & 2
1 2 4 queen, king	4 & 1	king & 2

*Own Crib.**Adversary's.*

1 2 5 6 7	5 & 1	1 & 2
1 2 5 6 8	5 & 2	1 & 6
1 2 5 6 9	2 & 1	2 & 1
1 2 5 6 10	5 & 6	2 & 1
1 2 5 6 knave	5 & 6	2 & 1
1 2 5 6 queen	5 & 6	2 & 1
1 2 5 6 king	5 & 6	2 & 1
1 2 5 7 8	7 & 8	1 & 3
1 2 5 7 9	7 & 5	2 & 7
1 2 5 7 10	10 & 5	2 & 1
1 2 5 7 knave	knave & 5	2 & 1
1 2 5 7 queen	queen & 5	2 & 1
1 2 5 7 king	king & 5	2 & 1
1 2 5 8 9	5 & 2	9 & 1
1 2 5 8 10	5 & 1	10 & 1
1 2 5 8 knave	knave & 5	kn. & 1
1 2 5 8 queen	5 & queen	qu. & 1
1 2 5 8 king	5 & king	king & 1
1 2 5 9 10	2 & 1	2 & 1
1 2 5 9 knave	2 & 1	9 & 1
1 2 5 9 queen	queen & 5	9 & 1
1 2 5 9 king	king & 5	9 & 1
1 2 5 10 knave	2 & 1	2 & 1
1 2 5 10 queen	2 & 1	2 & 1
1 2 5 10 king	2 & 1	2 & 1

	<i>Own Crib.</i>	<i>Adversary's.</i>
1 2 3 knave, queen	2 & 1	2 & 1
1 2 3 knave, king	2 & 1	2 & 1
1 2 3 queen, king	2 & 1	2 & 1
1 2 6 7 8	2 & 1	2 & 1
1 2 6 7 9	2 & 1	2 & 1
1 2 6 7 10	6 & 7	10 & 1
1 2 6 7 knave	6 & 7	kn. & 1
1 2 6 7 queen	6 & 7	qu. & 1
1 2 6 7 king	6 & 7	king & 1
1 2 6 8 9	2 & 1	2 & 1
1 2 6 8 10	10 & 2	10 & 2
1 2 6 8 knave	knave & 2	kn. & 2
1 2 6 8 queen	queen & 2	kn. & 2
1 2 6 8 king	king & 2	king & 2
1 2 6 9 10	2 & 1	2 & 1
1 2 6 9 knave	9 & 6	2 & 1
1 2 6 9 queen	9 & 6	qu. & 1
1 2 6 9 king	9 & 6	king & 1
1 2 6 10 knave	10 & knave	10 & 6
1 2 6 10 queen	10 & queen	qu. & 6
1 2 6 10 king	10 & king	king & 6
1 2 6 knave, queen	knave & queen	qu. & 6
1 2 6 knave, king	knave & king	king & 6
1 2 6 queen, king	queen & king	king & 6

	<i>Own Crib.</i>	<i>Adversary's.</i>
1 2 7 8 9	1 & 2	1 & 2
1 2 7 8 10	7 & 3	10 & 2
1 2 7 8 knave	7 & 8	kn. & 2
1 2 7 8 queen	7 & 3	qu. & 2
1 2 7 8 king	7 & 8	king & 2
1 2 7 9 10	2 & 1	7 & 2
1 2 7 9 knave	7 & 9	kn. & 7
1 2 7 9 queen	7 & 9	qu. & 9
1 2 7 9 king	7 & 9	king & 9
1 2 7 10 knave	10 & knave	7 & 2
1 2 7 10 queen	10 & queen	qu. & 7
1 2 7 10 king	7 & 1	king & 7
1 2 7 knave, queen	queen & knave	qu. & 7
1 2 7 knave, king	7 & 1	king & 7
1 2 7 queen, king	king & queen	king & 7
1 2 7 8 9 10	2 & 1	2 & 1
1 2 8 9 knave	8 & 9	kn. & 2
1 2 8 9 queen	8 & 9	qu. & 9
1 2 8 9 king	8 & 9	king & 9
1 2 8 10 knave	1 & 2	8 & 1
1 2 8 10 queen	10 & 8	qu. & 8
1 2 8 10 king	10 & 8	king & 8

	<i>Own Crib.</i>	<i>Adversary's.</i>
1 2 8	knaves, queen	queen & knave qu. & 8
1 2 8	knaves, king	knaves & king king & 8
1 2 8	queen, king	king & queen king & 8
1 2 9 10	knave	1 & 2 1 & 2
1 2 9 10	queen	9 & 10 qu. & 9
1 2 9 10	king	9 & 10 king & 9
1 2 9	knaves, queen	knaves & queen qu. & 9
1 2 9	knaves, king	knaves & 9 king & 9
1 2 9	queen, king	queen & king king & 9
1 2 10	knave, queen	1 & 2 1 & 2
1 2 10	knaves, king	1 & 2 king & 10
1 2 10	queen, king	1 & 2 king & 10
1 2 10	queen, king	1 & 2 1 & 2
1 3 4 5 6		3 & 1 3 & 1
1 3 4 5 7		4 & 1 7 & 1
1 3 4 5 8		5 & 1 8 & 1
1 3 4 5 9		3 & 4 9 & 1
1 3 4 5 10		3 & 5 10 & 1
1 3 4 5 knave		3 & 5 kn. & 1
1 3 4 5 queen		3 & 5 qu. & 1
1 3 4 5 king		3 & 5 king & 1

	<i>Own Crib.</i>	<i>Adversary's.</i>
I 3 4 6 7	4 & 1	7 & 1
I 3 4 6 8	3 & 4	6 & 1
I 3 4 6 9	4 & 1	3 & 1
I 3 4 6 10	6 & 3	6 &
I 3 4 6 knave	6 & 3	6 & 3
I 3 4 6 queen	6 & 3	6 & 3
I 3 4 6 king	6 & 3	6 & 3
I 3 4 7 8	7 & 8	7 & 1
I 3 4 7 9	4 & 1	9 & 1
I 3 4 7 10	7 & 3	7 & 3
I 3 4 7 knave	7 & 3	7 & 3
I 3 4 7 queen	7 & 3	7 & 3
I 3 4 7 king	7 & 3	7 & 3
I 3 4 8 9	4 & 1	9 & 1
I 3 4 8 10	8 & 3	10 & 1
I 3 4 8 knave	8 & 3	kn. & 1
I 3 4 8 queen	8 & 3	qu. & 1
I 3 4 8 king	8 & 3	king &
I 3 4 9 10	4 & 1	9 & 3
I 3 4 9 knave	9 & 3	9 & 3
I 3 4 9 queen	9 & 3	9 & 3
I 3 4 9 king	9 & 3	9 & 3
I 3 4 10 knave	4 & 1	10 &
I 3 4 10 queen	10 & 3	qu. &
I 3 4 10 king	10 & 3	king

	<i>Own Crib.</i>	<i>Adversary's.</i>
1 3 4 knave, queen	4 & 1	qu. & 3
1 3 4 knave, king	king & 3	king & 3
1 3 4 queen, king	4 & 1	king & 3
2 3 5 6 7	3 & 1	3 & 1
2 3 5 6 8	3 & 5	8 & 1
2 3 5 6 9	3 & 1	9 & 1
2 3 5 6 10	3 & 1	3 & 1
2 3 5 6 knave	3 & 1	3 & 1
2 3 5 6 queen	3 & 1	8 & 1
2 3 5 6 king	3 & 1	3 & 1
3 3 5 7 8	7 & 8	8 & 1
3 3 5 7 9	9 & 1	9 & 1
3 3 5 7 10	10 & 5	10 & 1
3 3 5 7 knave	knave & 5	7 & 1
3 3 5 7 queen	queen & 5	qu. & 1
3 3 5 7 king	king & 5	King & 1
3 3 5 8 9	5 & 3	8 & 3
3 3 5 8 10	5 & 10	8 & 1
3 3 5 8 knave	5 & knave	8 & 1
3 3 5 8 queen	5 & queen	8 & 1
3 3 5 8 king	5 & king	8 & 1

*Own Crib.**Adversary's.*

1 3 5 9 10	3 & 1	10 & 3
1 3 5 9 knave	3 & 1	9 & 1
1 3 5 9 queen	5 & queen	9 & 1
1 3 5 9 king	5 & king	9 & 1

1 3 5 10 knave	1 & 3	1 & 3
1 3 5 10 queen	1 & 3	1 & 3
1 3 5 10 king	1 & 3	1 & 3

1 3 5 knave; queen	1 & 3	1 & 3
1 3 5 knave, king	1 & 3	1 & 3
1 3 5 queen, king	1 & 3	1 & 3

1 3 6 7 8	1 & 3	1 & 3
1 3 6 7 9	1 & 3	1 & 3
1 3 6 7 10	6 & 7	10 & 1
1 3 6 7 knave	6 & 7	kn. & 1
1 3 6 7 queen	6 & 7	qu. & 1
1 3 6 7 king	6 & 7	king & 1

1 3 6 8 9	3 & 1	8 & 1
1 3 6 8 10	3 & 10	10 & 3
1 3 6 8 knave	3 & knave	kn. & 3
1 3 6 8 queen	3 & queen	qu. & 3
1 3 6 8 king	3 & king	king & 3

D

	<i>Own Crib.</i>	<i>Adversary's.</i>
1 3 6 9 10	3 & 1	10 & 1
1 3 6 9 knave	9 & 6	kn. & 1
1 3 6 9 queen	9 & 6	qu. & 1
1 3 6 9 king	9 & 6	king & 1
1 3 6 10 knave	10 & knave	10 & 6
1 3 6 10 queen	10 & queen	qu. & 6
1 3 6 10 king	8 & 1	king & 6
1 3 6 kn. queen	6 & 1	qu. & 6
1 3 6 kn. king	6 & 1	king & 6
1 3 6 qu. king	6 & 1	king & 6
1 3 7 8 9	1 & 3	1 & 3
1 3 7 8 10	7 & 8	10 & 3
1 3 7 8 kn.	7 & 8	kn. & 3
1 3 7 8 queen	7 & 8	qu. & 3
1 3 7 8 king	7 & 8	king & 3
1 3 7 9 10	3 & 1	7 & 1
1 3 7 9 knave	7 & 9	7 & kn.
1 3 7 9 queen	7 & 9	9 & qu.
1 3 7 9 king	7 & 9	9 & king
1 3 7 10 knave	10 & knave	7 & 1
1 3 7 10 queen	10 & queen	7 & qu.
1 3 7 10 king	7 & 1	7 & king

	<i>Own Crib.</i>	<i>Adversary's.</i>
1 3 7 kn. queen	7 & 1	7 & qu.
1 3 7 kn. king	7 & 1	7 & king
1 3 7 qu. king	7 & 1	7 & king
1 3 8 9 10	3 & 1	3 & 1
1 3 8 9 knave	8 & 9	kn. & 1
1 3 8 9 queen	8 & 9	qu. & 1
1 3 8 9 king	8 & 9	king & 1.
1 3 8 10 knave	10 & knave	8 & 1
1 3 8 10 queen	10 & 8	qu. & 8.
1 3 8 10 king	10 & 8	king & 8
1 3 8 knave, queen	knave & queen	8 & 1
1 3 8 knave, king	knave & king	king & 8
1 3 8 queen, king	queen & king	king & 8
1 3 9 10 knave	1 & 3.	1 & 3.
1 3 9 10 queen	9 & 10	qu. & 1
1 3 9 10 king	9 & 10	king & 1
1 3 9 knave, queen	kn. & queen	qu. & 9
1 3 9 knave, king	knave & 9	king & 9
1 3 9 queen, king	qu. & king	king & 9
D 2		

*Our Crib.**Adversary's.*

1 3 10 knave, queen	3 & 1	3 & 1
1 3 10 knave, king	10 & knave	king & 1
1 3 10 queen, king	3 & 1	10 & 1
1 3 kn. queen, king	3 & 1	3 & 1

1 4 5 6 7	4 & 1	7 & 1
1 4 5 6 8	8 & 1	8 & 1
1 4 5 6 9	9 & 1	9 & 1
1 4 5 6 10	5 & 6	10 & 1
1 4 5 6 knave	5 & 6	kn. & 1
1 4 5 6 queen	5 & 6	qu. & 1
1 4 5 6 king	5 & 6	king & 1

1 4 5 7 8	7 & 3	8 & 1
1 4 5 7 9	4 & 5	9 & 1
1 4 5 7 10	7 & 5	7 & 1
1 4 5 7 knave	7 & 5	7 & 1
1 4 5 7 queen	7 & 5	7 & 1
1 4 5 7 king	7 & 5	7 & 1

1 4 5 8 9	8 & 9	8 & 4
1 4 5 8 10	4 & 1	8 & 1
1 4 5 8 knave	knave & 5	8 & 1
1 4 5 8 queen	queen & 5	8 & 1
1 4 5 8 king	king & 5	8 & 1

	<i>Own Crib.</i>	<i>Adversary's.</i>
1 4 5 9 10	4 & 1	9 & 1
1 4 5 9 knave	4 & 1	9 & 1
1 4 5 9 queen	4 & 1	9 & 1
1 4 5 9 king	4 & 1	9 & 1
1 4 5 10 knave	4 & 1	10 & 1
1 4 5 10 queen	4 & 1	qu. & 1
1 4 5 10 king	4 & 1	king & 1
1 4 5 knave, queen	4 & 1	qu. & 1
1 4 5 knave, king	4 & 1	king & 1
1 4 5 queen, king	4 & 1	king & 1
1 4 6 7 8	4 & 1	4 & 1
1 4 6 7 9	4 & 1	7 & 1
1 4 6 7 10	6 & 7	10 & 1
1 4 6 7 knave	6 & 7	kn. & 1
1 4 6 7 queen	6 & 7	qu. & 1
1 4 6 7 king	6 & 7	king & 1
1 4 6 8 9	4 & 1	9 & 4
1 4 6 8 10	8 & 6	10 & 4
1 4 6 8 knave	8 & 6	kn. & 4
1 4 6 8 queen	8 & 6	qu. & 4
1 4 6 8 king	8 & 6	king & 4

	<i>Own Crib.</i>	<i>Adversary's.</i>
1 4 6 9 10	9 & 6	10 & 1
1 4 6 9 knave	9 & 6	kn. & 1
1 4 6 9 queen	9 & 6	qu. & 1
1 4 6 9 king	9 & 6	king & 1
1 4 6 10 knave	4 & 1	10 & 6
1 4 6 10 queen	10 & 6	qu. & 6
1 4 6 10 king	10 & 6	king & 6
1 4 6 knave, queen	4 & 1	qu. & 6
1 4 6 knave, king	4 & 1	king & 6
1 4 6 queen, king	4 & 1	king & 6
1 4 7 8 9	4 & 1	4 & 1
1 4 7 8 10	7 & 8	10 & 1
1 4 7 8 knave	7 & 8	kn. & 1
1 4 7 8 queen	7 & 8	qu. & 1
1 4 7 8 king	7 & 8	king & 1
1 4 7 9 10	7 & 9	10 & 1
1 4 7 9 knave	7 & 9	kn. & 7
1 4 7 9 queen	7 & 9	qu. & 9
1 4 7 9 king	7 & 9	king & 9
1 4 7 10 knave	10 & knave	10 & 7
1 4 7 10 queen	10 & 7	queen & 7
1 4 7 10 king	10 & 7	king & 7

Own Crib. *Adversary's.*

1 4 7 knave, queen knave & queen qu. & 7

1 4 7 knave, king knave & king king & 7

1 4 7 queen, king queen & king king & 7

1 4 8 9 10 4 & 1 4 & 1

1 4 8 9 knave 8 & 9 knave & 1

1 4 8 9 queen 8 & 9 queen & 1

1 4 8 9 king 8 & 9 king & 1

1 4 8 10 knave 8 & 10 knave & 8

1 4 8 10 queen 8 & 10 queen & 8

1 4 8 10 king 8 & 10 king & 8

1 4 8 knave, queen 4 & 1 queen & 8

1 4 8 knave, king 4 & 1 king & 8

1 4 8 queen, king 4 & 1 king & 8

1 4 9 10 knave 4 & 1 knave & 9

1 4 9 10 queen 9 & 10 queen & 9

1 4 9 10 king 9 & 10 king & 9

1 4 9 knave, queen 4 & 1 queen & 9

1 4 9 knave, king 4 & 1 king & 9

1 4 9 queen, king 4 & 1 king & 9

	<i>Own Crib.</i>	<i>Adversary's.</i>
1 4 10 knave, queen	4 & 1.	qu. & 10
1 4 10 knave, king	10 & knave	king & 10
1 4 10 queen, king	king & queen	king & 10
1 4 kn. qu. king	4 & 1	king & qu.

1 5 6 7 8	5 & 1	8 & 1
1 5 6 7 9	5 & 1	9 & 1
1 5 6 7 10	10 & 5	10 & 1
1 5 6 7 knave	knave & 5	kn. & 1
1 5 6 7 queen	queen & 5	qu. & 1
1 5 6 7 king	king & 5	king & 1

2 5 6 8 9	5 & 1	8 & 1
1 8 5 6 8 10	10 & 5	8 & 1
1 8 5 6 8 knave	knave & 5	8 & 1
1 5 6 8 queen	queen & 5	8 & 1
1 5 6 8 king	king & 5	8 & 1
1 5 6 9 10	10 & 5	9 & 1
1 5 6 9 knave	knave & 5	9 & 1
1 5 6 9 queen	queen & 5	9 & 1
1 5 6 9 king	king & 5	9 & 1

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Own Crib. *Adversary's.*

1 5 6 10 knave	6 & 1	6 & 1
1 5 6 10 queen	6 & 1	6 & 1
1 5 6 10 king	6 & 1	6 & 1

1 5 6 knave, queen	6 & 1	6 & 1
1 5 6 knave, king	6 & 1	6 & 1
1 5 6 queen, king	6 & 1	6 & 1

1 5 7 8 9	5 & 1	9 & 1
1 5 7 8 10	10 & 5	10 & 1
1 3 7 8 knave	knave & 5	knave & 1
1 5 7 8 queen	queen & 5	queen & 1
1 5 7 8 king	king & 5	king & 1

1 5 7 9 10	7 & 1	10 & 7
1 5 7 9 knave	knave & 5	knave & 7
1 5 7 9 queen	queen & 5	qu. & 7
1 5 7 9 king	king & 5	king & 7
1 5 7 10 knave	7 & 1	7 & 1
1 5 7 10 queen	7 & 1	7 & 1
1 5 7 10 king	7 & 1	7 & 1
1 5 7 knave, queen	7 & 1	7 & 1
1 5 7 knave, queen	7 & 1	7 & 1
1 5 7 queen, king	7 & 1	7 & 1

	<i>Own Crib.</i>	<i>Adversary's.</i>
1 6 8 9 10	5 & 1	8 & 1
1 5 8 9 knave	Knave & 5	kn. & 8
1 5 8 9 queen	queen & 5	qu. & 8
1 5 8 9 king	King & 5	king & 8
1 5 8 10 knave	8 & 1	8 & 1
1 5 8 10 queen	8 & 1	8 & 1
1 5 8 10 king	8 & 1	8 & 1
1 5 8 knave, queen	8 & 1	8 & 1
1 5 8 knave, king	8 & 1	8 & 1
1 5 8 queen, king	8 & 1	8 & 1
1 5 9 10 knave	5 & 1	9 & 1
1 5 9 10 queen	9 & 10	9 & 1
1 5 9 10 king	9 & 10	9 & 1
1 5 9 knave, queen	kn. & queen	9 & 1
1 5 9 knave, king	9 & 1	9 & 1
1 5 9 queen, king	king & queen	9 & 1
1 5 10 kn. queen	5 & 1	qu. & 1
1 5 10 kn. king	king & 1	king & 1
1 5 10 queen, king	10 & 1	10 & 1
1 5 kn. qu. king	5 & 1	king & 1

	<i>Own Crib.</i>	<i>Adversary's.</i>
1 6 7 8 9	6 & 1	9 & 1
1 6 7 8 10	10 & 1	10 & 1
1 6 7 8 knave	kn. & 1	kn. & 1
1 6 7 8 queen	queen & 1	qu. & 1
1 6 7 8 king	king & 1	king & 1
1 6 7 9 10	7 & 1	10 & 1
1 6 7 9 knave	knave & 1	kn. & 1
1 6 7 9 queen	queen & 1	qu. & 1
1 6 7 9 king	king & 1	king & 1
1 6 7 10 knaye	6 & 7	10 & 1
1 6 7 10 queen	6 & 7	qu. & 1
1 6 7 10 king	6 & 7	king & 1
1 6 7 kn. queen	6 & 7	qu. & k.
1 6 7 kn. king	6 & 7	king & 1
1 6 7 queen, king	6 & 7	king & 1
1 6 8 9 10	6 & 1	10 & 1
1 6 8 9 knave	knave & 9	kn. & 1
1 6 8 9 queen	queen & 1	qu. & 1
1 6 8 9 king	king & 1	king & 1
1 6 8 10 knave	10 & knave	10 & 1
1 6 8 10 queen	10 & queen	10 & qu.
1 6 8 10 king	10 & king	10 & king
1 6 8 kn. queen	kn. & queen	qu. & 1
1 6 8 kn. king	kn. & king	kn. & k.
1 6 8 queen, king	queen & king	qu. & k.

	<i>Own Crib.</i>	<i>Adversary's.</i>
1 5 9 10 knave	6 & 1	6 & 1
1 6 9 10 queen	10 & queen	qu. & 1
1 6 9 10 king	king & 1	king & 1
1 5 9 kn. queen	kn. & queen	qu. & 1.
1 6 9 kn. king	knave & king	king & 1
1 6 9 qu. king	queen & king	king & 1
1 6 10 kn. queen	6 & 1	6 & 1
1 6 10 kn. king	10 & knave	king &
1 6 10 queen, king	king & queen	10 & 6
1 6 kn. queen, king	6 & 1	6 & 1
1 7 8 9 10	10 & 1	10 & 1
1 7 8 9 kn.	kn. & 1	kn. & 1
1 7 8 9 queen	queen & 1	qu. & 1
1 7 8 9 king	king & 1	king & 1
1 7 8 10 knave	7 & 8	10 & 1
1 7 8 10 queen	7 & 8	qu. & 1
1 7 8 10 king	7 & 8	king & 1
1 7 8 kn. queen	7 & 8	qu. & 1
1 7 8 knave, king	7 & 8	king & 1
1 7 8 queen, king	7 & 8	king & 1

	<i>Own Crib.</i>	<i>Adversary's.</i>
1 7 9 10 knave	7 & 1	7 & 1
1 7 9 10 queen	10 & 9	qu. & 1
1 7 9 10 king	10 & 9	king & 1
1 7 9 kn. queen	queen & kn.	9 & 1
1 7 9 kn. king	7 & 9	king & 9
1 7 9 qu. king	king & queen	king & 9
1 7 10 kn. queen	7 & 1	7 & 1
1 7 10 knave, king	7 & 1	king & 1
1 7 10 queen, king	7 & 1	10 & 1
1 7 kn. qu. king	7 & 1	7 & 1
1 8 9 10 knave	8 & 1	kn. & 1
1 8 9 10 queen	qu. & 1	qu. & 1
1 8 9 10 king	king & 1	king & 1
1 8 9 kn. queen	8 & 9	qu. & 1
1 8 9 kn. king	8 & 9	king & 1
1 8 9 queen, king	8 & 9	king & 1
1 8 10 kn. queen	8 & 1	8 & 1
1 8 10 kn. king	10 & knave	king & 1
1 8 10 queen, king	10 & 8	king & 1
1 8 kn. qu. king	8 & 1	8 & 1
	E	

	<i>Own Crib.</i>	<i>Adversary's.</i>
1 9 10 kn. queen	qu. & 1	qu. & 1
1 9 10 knave, king	king & 1	king & 1
1 9 10 queen, king	10 & 9	king & 1
1 9 kn. queen, king	9 & 1	9 & 1
1 10 kn. queen, king	10 & 1	king & 1
1 1 2 3 4	4 & 1	1 & 1
1 1 2 3 5	5 & 1	5 & 1
1 1 2 3 6	2 & 3	6 & 1
1 1 2 3 7	2 & 3	7 & 1
1 1 2 3 8	2 & 3	8 & 1
1 1 2 3 9	2 & 3	9 & 1
1 1 2 3 10	2 & 3	10 & 1
1 1 2 3 knave	2 & 3	kn. & 1
1 1 2 3 queen	2 & 3	qu. & 1
1 1 2 3 king	2 & 3	king & 1
1 1 2 4 5	4 & 5	2 & 1
1 1 2 4 6	6 & 2	6 & 2
1 1 2 4 7	7 & 2	7 & 2
1 1 2 4 8	8 & 2	8 & 2
1 1 2 4 9	1 & 1	9 & 2
1 1 2 4 10	10 & 2	10 & 2
1 1 2 4 knave	knave & 2	kn. & 2
1 1 2 4 queen	queen & 2	qu. & 2
1 1 2 4 king	king & 2	king & 2

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	<i>Own Crib.</i>	<i>Adversary's.</i>
I I 2 5 6	5 & 6	6 & 2
I I 2 5 7	5 & 7	7 & 2
I I 2 5 8	1 & 1	8 & 2
I I 2 5 9	5 & 2	9 & 2
I I 2 5 10	10 & 5	10 & 2
I I 2 5 knave	knave & 5	kn. & 2
I I 2 5 queen	queen & 5	qu. & 2
I I 2 5 king	king & 5	king & 2

I I 2 6 7	1 & 1	6 & 2
I I 2 6 8	2 & 1	8 & 2
I I 2 6 9	9 & 6	6 & 2
I I 2 6 10	6 & 2	10 & 6
I I 2 6 knave	6 & 2	kn. & 6
I I 2 6 queen	6 & 2	qu. & 6
I I 2 6 king	6 & 2	king & 6

I I 2 7 8	7 & 8	8 & 2
I I 2 7 9	7 & 9	9 & 2
I I 2 7 10	10 & 2	10 & 7
I I 2 7 knave	knave & 2	kn. & 7
I I 2 7 queen	queen & 2	qu. & 7
I I 2 7 king	king & 2	king & 7

E 2

	<i>Own Crib.</i>	<i>Adversary's.</i>
1 1 2 8 9	8 & 9	9 & 2
1 1 2 8 10	8 & 10	10 & 2
1 1 2 8 knave	2 & knave	kn. & 2
1 1 2 8 queen	2 & queen	qu. & 2
1 1 2 8 king	2 & king	king & 2
1 1 2 9 10	9 & 10	10 & 2
1 1 2 9 knave	knave & 2	kn. & 2
1 1 2 9 queen	queen & 2	qu. & 2
1 1 2 9 king	king & 2	king & 2
1 1 2 10 knave	10 & knave	10 & 2
1 1 2 10 queen	10 & queen	qu. & 2
1 1 2 10 king	10 & king	king & 10
1 1 2 knave, queen	knave & queen	qu. & 2
1 1 2 knave, king	knave & king	king & 2
1 1 2 queen, king	queen & king	king & 2
1 1 3 4 5	1 & 1	1 & 1
1 1 3 4 6	6 & 3	6 & 3
1 1 3 4 7	4 & 3	7 & 3
1 1 3 4 8	1 & 1	8 & 3
1 1 3 4 9	4 & 3	9 & 3
1 1 3 4 10	3 & 1	10 & 3
1 1 3 4 knave	3 & 1	kn. & 3
1 1 3 4 queen	3 & 1	qu. & 3
1 1 3 4 king	3 & 1	king & 3

	<i>Own Crib.</i>	<i>Adversary's.</i>
I I 3 5 6	5 & 6	6 & 3
I I 3 5 7	1 & 1	7 & 3
I I 3 5 8	5 & 3	8 & 3
I I 3 5 9	5 & 3	9 & 3
I I 3 5 10	10 & 5	10 & 3
I I 3 5 knave	knave & 5	kn. & 3
I I 3 5 queen	queen & 5	qu. & 3
I I 3 5 king	king & 5	king & 3
I I 3 6 7	6 & 7	6 & 3
I I 3 6 8	8 & 6	8 & 3
I I 3 6 9	9 & 6	9 & 3
I I 3 6 10	6 & 3	10 & 6
I I 3 6 knave	6 & 3	kn. & 6
I I 3 6 queen	6 & 3	qu. & 6
I I 3 6 king	6 & 3	king & 6
I I 3 7 8	7 & 8	8 & 3
I I 3 7 9	7 & 9	9 & 3
I I 3 7 10	10 & 3	10 & 7
I I 3 7 knave	knave & 3	kn. & 7
I I 3 7 queen	queen & 3	qu. & 7
I I 3 7 king	king & 3	king & 7
	E 3	

	<i>Own Crib.</i>	<i>Adversary's.</i>
1 1 3 8 9	8 & 9	8 & 3
1 1 3 8 10	8 & 10	8 & 10
1 1 3 8 knave	knave & 3	kn. & 8
1 1 3 8 queen	queen & 3	qu. & 8
1 1 3 8 king	king & 3	king & 8
1 1 3 9 10	9 & 10	10 & 3
1 1 3 9 knave	9 & knave	9 & kn.
1 1 3 9 queen	queen & 3	9 & qu.
1 1 3 9 king	king & 3	9 & king
1 1 3 10 knave	10 & knave	10 & 3
1 1 3 10 queen	10 & queen	10 & qu.
1 1 3 10 king	10 & king	10 & king
1 1 3 knave, queen	knave & queen	qu. & 3
1 1 3 knave, king	knave & king	king & 3
1 1 3 queen, king	queen & king	king&qu.
1 1 4 5 6	1 & 1	1 & 1
1 1 4 5 7	5 & 7	7 & 1
1 1 4 5 8	5 & 8	8 & 1
1 1 4 5 9	4 & 1	9 & 1
1 1 4 5 10	10 & 5	10 & 1
1 1 4 5 knave	knave & 5	kn. & 1
1 1 4 5 queen	queen & 5	qu. & 1
1 1 4 5 king	king & 5	king & 1.

*Own Crib.**Adversary's.*

1 1 4 6 7	6 & 7	6 & 7
1 1 4 6 8	4 & 1	8 & 6
1 1 4 6 9	9 & 6	9 & 4
1 1 4 6 10	6 & 1	10 & 6
1 1 4 6 knave	6 & 1	kn. & 6
1 1 4 6 queen	6 & 1	qu. & 6
1 1 4 6 king	6 & 1	king & 6

1 1 4 7 8	7 & 8	8 & 4
1 1 4 7 9	7 & 9	7 & 9
1 1 4 7 10	10 & 7	10 & 7
1 1 4 7 knave	knave & 7	kn. & 7
1 1 4 7 queen	queen & 7	qu. & 7
1 1 4 7 king	king & 7	king & 7

1 1 4 8 9	8 & 9	9 & 4
1 1 4 8 10	8 & 10	8 & 1
1 1 4 8 knave	8 & knave	8 & 1
1 1 4 8 queen	8 & queen	qu. & 8
1 1 4 8 king	8 & king	king & 8

1 1 4 9 10	9 & 10	9 & 1
1 1 4 9 knave	9 & knave	9 & 1
1 1 4 9 queen	9 & queen	9 & qu.
1 1 4 9 king	9 & king	9 & king

	<i>Own Crib.</i>	<i>Adversary's.</i>
1 1 4 10 knave	10 & knave	10 & 1
1 1 4 10 queen	10 & queen	qu. & 1
1 1 4 10 king	10 & king	king & 1

1 1 4 knave, queen	knave & queen	qu. & 1
1 1 4 knave, king	knave & king	king & 1
1 1 4 queen, king	queen & king	king & 1

1 1 5 6 7	1 & 1	1 & 1
1 1 5 6 8	5 & 6	8 & 1
1 1 5 6 9	5 & 6	6 & 1
1 1 5 6 10	5 & 6	10 & 6
1 1 5 6 knave	5 & 6	kn. & 6
1 1 5 6 queen	5 & 6	qu. & 6
1 1 5 6 king	5 & 6	king & 6

1 1 5 7 8	7 & 8	1 & 1
1 1 5 7 9	7 & 5	7 & 1
1 1 5 7 10	10 & 5	10 & 7
1 1 5 7 knave	knave & 5	kn. & 7
1 1 5 7 queen	queen & 5	qu. & 7
1 1 5 7 king	king & 5	king & 7

*Own Crib.**Adversary's.*

1 1 5 8 9	8 & 9	8 & 1
1 1 5 8 10	10 & 5	8 & 1
1 1 5 8 knave	knave & 5	kn. & 8
1 1 5 8 queen	queen & 5	qu. & 8
1 1 5 8 king	king & 5	king & 8

1 1 5 9 10	10 & 5	10 & 1
1 1 5 9 knave	knave & 5	9 & 1
1 1 5 9 queen	queen & 5	qu. & 1
1 1 5 9 king	king & 5	king & 1

1 1 5 10 knave	1 & 1	1 & 1
1 1 5 10 queen	1 & 1	1 & 1
1 1 5 10 king	1 & 1	1 & 1

1 1 5 knave, queen	1 & 1	1 & 1
1 1 5 knave, king	1 & 1	1 & 1
1 1 5 queen, king	1 & 1	1 & 1

1 1 6 7 8	1 & 1	1 & 1
1 1 6 7 9	1 & 1	7 & 1
1 1 6 7 10	6 & 7	10 & 6
1 1 6 7 knave	6 & 7	kn. & 6
1 1 6 7 queen	6 & 7	qu. & 6
1 1 6 7 king	6 & 7	king & 6

	<i>Own Crib.</i>	<i>Adversary's.</i>
1 1 6 8 9	1 & 1	9 & 1
1 1 6 8 10	8 & 6	10 & 1
1 1 6 8 knave	8 & 6	kn. & 1
1 1 6 8 queen	8 & 6	qu. & 1
1 1 6 8 king	8 & 6	king & 1
1 1 6 9 10	1 & 1	10 & 6
1 1 6 9 knave	9 & 6	kn. & 6
1 1 6 9 queen	9 & 6	qu. & 9
1 1 6 9 king	9 & 6	king & 9
1 1 6 10 knave	10 & knave	10 & 6
1 1 6 10 queen	10 & queen	qu. & 6
1 1 6 10 king	10 & king	king & 10
1 1 6 knave, queen	kn. & qu.	qu. & 6
1 1 6 knave, king	kn. & king	king & 6
1 1 6 queen, king	qu. & king	king & 6
1 1 7 8 9	1 & 1	1 & 1
1 1 7 8 10	7 & 8	10 & 1
1 1 7 8 knave	7 & 8	kn. & 1
1 1 7 8 queen	7 & 8	qu. & 1
1 1 7 8 king	7 & 8	king & 1

Own Crib.

1 1 7 9 10	9 & 10
1 1 7 9 knave	7 & 9
1 1 7 9 queen	7 & 9
1 1 7 9 king	7 & 9

Adversary's.

10 & 7
kn. & 7
qu. & 9
king & 9

1 1 7 10 knave	10 & kn.
1 1 7 10 queen	10 & qu.
1 1 7 10 king	10 & king

10 & 7
qu. & 7
king & 10

1 1 7 knave, queen	kn. & qu.
1 1 7 knave, king	kn. & king
1 1 7 queen, king	qu. & king

qu. & 7
king & 7
king & 7

1 1 8 9 10	1 & 1
1 1 8 9 knave	8 & 9
1 1 8 9 queen	8 & 9
1 1 8 9 king	8 & 9

10 & 8
kn. & 8
qu. & 9
king & 9

1 1 8 10 knave	10 & knave
1 1 8 10 queen	8 & 10
1 1 8 10 king	8 & 10

kn. & 8
qu. & 8
king & 8

1 1 8 knave, queen	kn. & qu.
1 1 8 knave, king	kn. & king
1 1 8 queen, king	qu. & king

qu. & 8
kn. & king
king & 8

	<i>Own Crib.</i>	<i>Adversary's Crib.</i>
1 1 9 10 knave	1 & 1	kn. & 9
1 1 9 10 queen	9 & 10	qu. & 9
1 1 9 10 king	9 & 10	king & 9
1 1 9 knave, queen	kn. & qu.	qu. & 9
1 1 9 knave, king	9 & kn.	king & 9
1 1 9 queen, king	qu. & king	king & 9
1 1 10 knave, queen	1 & 1	qu. & 10
1 1 10 knave, king	10 & kn.	king & 10
1 1 10 queen, king	1 & 1	king & 10
1 1 1 knave, qu. king	1 & 1	king & qu.
1 1 1 2 3	2 & 3	2 & 3
1 1 1 2 4	2 & 4	2 & 4
1 1 1 2 5	2 & 5	2 & 5
1 1 1 2 6	2 & 6	2 & 6
1 1 1 2 7	2 & 7	2 & 7
1 1 1 2 8	2 & 8	2 & 8
1 1 1 2 9	2 & 9	2 & 9
1 1 1 2 10	2 & 10	2 & 10
1 1 1 2 knave	2 & knave	2 & kn.
1 1 1 2 queen	2 & queen	2 & qu.
1 1 1 2 king	2 & king	2 & king

	<i>Own Crib.</i>	<i>Adversary's.</i>
I I I 3 4	3 & 4	3 & 4
I I I 3 5	3 & 5	3 & 5
I I I 3 6	3 & 6	3 & 6
I I I 3 7	3 & 7	3 & 7
I I I 3 8	3 & 8	3 & 8
I I I 3 9	3 & 9	3 & 9
I I I 3 10	3 & 10	3 & 10
I I I 3 knave	knave & 3	kn. & 3
I I I 3 queen	queen & 3	qu. & 3
I I I 3 king	king & 3	king & 3

And, in general, whenever you can hold a pair royal in your hand, you must lay out the other two cards, both for your own and your adversary's crib, some few cases excepted ; for example, if you hold a pair royal of any sort, with two fives, it will be highly dangerous for you to lay out the two fives for your adversary's crib, unless it happens to be in such a situation of the game as your pair royal makes you out, or that your adversary is so very near out himself, that you apprehend the crib is not of any importance.

There are many other cards very hazardous to lay out for your adversary's crib, even though you can hold a pair royal, such as two and three, five and six, seven and eight, five and any tenth card; therefore, whenever you are situated with such cards, you must pay a due regard to the stage of your game, or, indeed, with many other cards, and particularly when the game is nearly ended, and it happens to be your own deal, and that your adversary is nearly out, or within a moderate shew. Here you must always take particular care to hold such cards as shall enable you to play away from your adversary, and thus prevent him from coming in for any sequence, pair royal, &c. and in this situation of the game you should endeavour to keep such cards as will enable you to come in with the last card, and win the end hole, which may frequently prevent your adversary from gaining the game.

You may perceive, that in pointing out the various ways of laying out the cards I have already mentioned, I have considered all those cards to be without flushes, for, whenever it happens

happens that you can flush your cards in hand, it may be of infinite service, both in helping you to assist your own crib better, or to throw a greater bilk into that of your adversary, consequently, whenever it happens that you are able to make a flush, you must judge whether it will be to your advantage to do it or not, and act accordingly.

It will not, I presume, be of any service to state how every different hand of cards which can possibly happen, ought to be laid out; this would, in my humble opinion, perplex instead of instruct. By paying a proper regard to the laying out such hands as I have already stated in the *second part* of this Treatise, every person may form a right judgment to lay out any others which may occur.

There is one rule which (with some few exceptions) may be commonly observed in laying out your cards. Always endeavour, if you can with propriety, to keep a sequence in your own hand, in preference to cards that are not closely connected, but more especially if

such sequence happens to be a flush ; and constantly to lay out as close cards as possible for your own crib, provided you do not, by this measure, break your hand. Remember, that as there is (in Five Card Cribbage) always one card more to count for the crib than there is to count for the hand, the expectation or probable chance of points in the crib, exceeds that of those in hand as five is to four. It is, therefore, your indispensable duty, to help your crib as much as possible.

The cards which are the most proper to lay out for your own crib, are, first, two fives; second, five and six; third, five and any tenth card; fourth, three and two; fifth, seven and eight; sixth, four and one; seventh, nine and six. If you have not any of these to lay out, put out as close cards as you can, because you then have the greater chance of either being assisted by the cards which your adversary lays out, or the card that is turned up, to make sequences, &c. And uniformly lay out two cards of the same suit for your own crib, in preference to two other cards of the same kind, that are of different

different suits, as this gives you the probable chance of there being a flush of all in your crib; whereas, if you lay out two cards of different suits, you cannot possibly have a flush in your crib. On this account you must endeavour to avoid laying out two cards of the same suit, when it is your adversary's crib, for fear he should have a flush therein.

Bilking the crib of your adversary is a very essential part of the game of Cribbage; it is, therefore, proper to point out the cards which are the best adapted for this purpose, which are, a king, with a ten, nine, eight, seven, six, or one; a queen, with a nine, eight, seven, six, or ace; or any cards which are not likely to make up sequences, are proper cards to bilk your adversary.

The reason that a king is, in general, a great bilk with almost any other card, is, that it being the highest card in the pack, there is no chance of any cards above it to come in for a sequence, &c.

You should never lay out a knave for your adversary's crib, if you can, with equal propriety, avoid it, as the probability of the turn-up card being of the same suit as the knave, is 3 to 1 against it; consequently it is only 3 to 1 but the retaining such knave in your hand gains you a point, whereas, if you lay it out to your adversary's crib, it is only 3 to 1 but it makes him a point; hence the probable difference of losing a point by putting out your knave is only 3 to $2\frac{1}{3}$, or 9 to 7, that is to say, in throwing out a knave into your adversary's crib, (when you could, with equal propriety, keep the same in your hand,) 16 times, you give away seven points, it being only 9 to 7 but you give away a point every time you play in this manner.

C R I B B A G E.

C R I B B A G E.

THIRD PART.

On the various Situations of the Game, shewing when you are at Home, and when not ; with Observations to play your Cards accordingly.

THE probable chance of points in a hand may be estimated at something better than four, and not equal to five ; and the probable chance of points to be got by playing a hand of cards are, to the non-dealer (or the person who plays the first card) something better than one, and to the dealer equal to two points : hence it will be found that the probable chance for a hand and play for the non-dealer is nearly equal to six points, and to the dealer something better than six points ; consequently taking a hand and play alternately for and against the deal, through the whole game, it may fairly be computed to be worth six points on the average. And the probable

probable chance of points in the crib may be fairly estimated at five, so that the dealer has a right to make sixteen points by his hand, crib, and his next hand, and as such he may properly be called dealing at home, if when he makes his second deal his first peg has passed the 15th hole on the board ; he will likewise find himself at home if when he deals the third time his first peg has passed the 30th hole, or turned the top of the board ; in like manner he is certainly at home if he makes his next deal within fifteen points of the game. In all these stages of the game you must pay due attention to the state of your adversary's game ; and whenever you observe he has got the best of the contest, either by holding superior cards, or by means of playing more points than you had any right to expect, you must then act according as the appearance of your cards give you the probable chance : For example—if you deal five or six holes back, and you take up good cards, you will then play as many holes as possible, because by doing this and holding good cards at the same time, you may in all probability regain a preference for the game. On the other hand, whenever your game is

is back, and upon taking up your cards they do not present you with a very flattering prospect of making any great run, it will be your best play to try all in your power to prevent your adversary from getting forward, and so have a chance to win the game by his not being able to make good his shews ; you will, therefore, in all such cases, wave or forego the seeming advantage of making a few holes in play, for fear it may give your adversary a chance of also playing a few holes, which, very possibly, may enable him to gain the game.

CRIBBAGE.

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With such hope as I have made for you
 I will now close this letter by saying that
 the time is now come when you will find
 me very busy about my business and
 more so than ever before. I have
 sold good and ill the past month and am
 confident of making a sum of money
 which will be quite enough to support
 all my expenses and a good deal more.
 I am in constant communication with
 your father who is doing well and
 every thing at his disposal.

Yours truly,

C R I B B A G E

FOURTH PART.

Exhibiting the best Methods of making BETS with Advantage.

WHENEVER you are inclined to make any bets upon the GAME of CRIBBAGE, your first business should be to examine carefully the state of both games, and by no means forget who has the deal, for it will be impossible to make any judicious bets upon a game, unless you are at a certainty of who has the deal. When you are aware of this, and you have examined the situation of the pegs, the following different positions will be fully sufficient to enable you to know the odds in every part of the game :

The pegs being even, each five holes going up the board, is 6 to 4 in favour of the dealer.

The pegs even at 10 holes each, is 12 to 11 do.

do. — at 15 holes each, is 7 to 4 do.

do. — at 20 holes each, is 6 to 4 do.

do. — at 25 holes each, is 11 to 10 do.

The

The pegs even at 30 holes each, is 9 to 5 do.
do. — at 35 holes each, is 7 to 6 do.
do. — at 40 holes each, is 10 to 9 do.
do. — at 45 holes each, is 12 to 8 do.
do. — at 50 holes each, is 5 to 2 do.
do. — at 55 holes each, is 21 to 20 do.
do. — at 56 holes each, is 7 to 5 against
the dealer.
do. — at 57 holes each, is 7 to 4 do
do. — at 58 holes each, is 3 to 2 do.
do. — at 59 holes each, is even betting.
do. — at 60 holes each, is 2 to 1 in
favour of the dealer.

In all stages of the game, until you come
within the last twenty holes of the end, if the
non-dealer is three points a-head, the dealer has
not any thing the best of the game, and you may
at any time venture to bet your money upon
equal terms, and either give or take your choice
of sides ; but when you get nearer towards
the end, a point or two makes a very material
difference : For example—Suppose the dealer
wants twenty holes of game, and the non-
dealer only seventeen, in this case the dealer
has

has nearly 5 to 4 the worst of the game, for the non-dealer being nearly at home for his next deal, may break his hand in order to throw a strong bilk into his adversary's crib, or play his cards in such manner as shall prevent his opponent from getting any points by play, &c.

The game becomes again very equal when the dealer wants fourteen and the non-dealer nine, and when the dealer wants eleven and the non-dealer seven of the end; but when the dealer wants only three points of being out, and his adversary (who has the first shew) wants four, in this situation the dealer has five to four the best of the game, on account of the great probability he has of playing out; this, added to the chance of his adversary not holding four points, gives him so much the better of the game. Here the dealer will observe, that he has no occasion to hold a single point in his hand, but to keep the smallest cards he possibly can for play, which gives him the greater probability of securing, at least, the end hole.

In all parts of the game, until you are within about fifteen holes of being out, if the dealer is five points a-head of his adversary, he has about 3 to 1 the best of the game, and, as he approaches nearer to the end of the game, supposing him still to retain his advantage of being five points a-head, the odds increase to 8 and 10 to 1 in his favour, for it is precisely 10 to 1 if you deal wanting only six points of being out, and your adversary has eleven points to get.

If a dealer leads his adversary 10 points, he has very considerable odds of the game in his favour; situated in this manner, in any stage of the game, he may, with propriety, venture to bet 8 or 10 to 2, and if he is near to the end of the game, the odds increase to 10 or 12 to 1, for it is a good 12 to 1 if you deal, wanting only six points of game, when your adversary wants sixteen points.

If a dealer is five points behind his adversary at any part of the game before he turns the top of the board, he has about 6 to 5 the worst of the game; if he has turned the top one point, and

and his adversary six points, the dealer has 6 to 4 the worst of the game; if he has turned the top six pointts, and his adversary eleven points, it is 7 to 4 against the dealer; but if you deal, wanting sixteen points of the end, and your adversary wants eleven points of the end, the dealer has about 21 to 20 the best of the game.

A CURIOUS GAME at FIVE CARD CRIBBAGE.

A. and B. are at play, and B. has got fifty-six points towards his game, which is within five of being out, while A. has not made a single hole, but is to deal, and shall win this game in three shews, with four points to spare.—Quere, What cards must each party have for A. to gain this game?

ANSWER.—A. deals, and gives B. one six, two sevens, one four, and one three, and gives to himself three sixes, with a three and a two.

G s

B. if

B. if he plays well, must lay out his four and three, and hold his six and two sevens.

A. playing well, must lay out his three and two, and hold his three sixes.

The turn-up card a three.

B. begins with playing one of his sevens, A. follows with playing a six, making thirteen, then B. pairs A's. six, making nineteen, and marks two (which makes him within three of game,) A. then plays another six, making twenty-five, and a pair royal, for which he marks six, B. here not being able to come in with his other seven, A. again plays his other six, making thirty-one, and a double pair royal, for which he marks fourteen points more.

B. then marks two points for his hand, which makes him within one of game.

A. then marks twelve for his hand, which makes him thirty-two points (having played twenty.) A. next marks his crib seventeen points, making him in all forty-nine points.

B. then

B. then deals, and gives A. the three of hearts, the four of hearts, and the five of hearts, with any two tenth cards, B. likewise gives himself a seven, eight, nine, queen, and king.

A. playing well, lays out his two tenth cards, and holds his three, four, and five of hearts.

B. to play well, must lay out his king and queen, and hold his seven, eight, and nine, and a three to start.

A. then plays off his four, B. follows with his eight, making twelve; A. then plays his three, making fifteen, and marks two; B. follows with his nine, making twenty-four; A. then comes in with his five, making twenty-nine, and marks one for the end hole, B. not being able to come in with his card.

A. then marks thirteen points for his hand, which is four points more than he wants.

A CURIOUS CASE at FOUR-HANDED
CRIBBAGE,

Wherein not any of the four parties can hold a single point in hand, and yet the dealers shall win the game the first shew.

FOR EXAMPLE.

Let A. and B. deal against C. and D. each person to hold a three, four, six, seven, with any tenth card, and each to lay out their tenth card for the crib; D. then cuts the cards for the turn-up, which proving to be a knave, A. and B. mark two points.—It being C's. first play he leads with pitching his four, which B. pairs and marks two points; D. then plays his four, and marks six points, for a pair royal; A. then plays his four, making a double pair royal, for which he scores twelve points; C. then plays again with his three, which is paired by B. who marks two points more; D. plays his three, and marks six for a pair royal; and A. comes in with his three likewise, which, making a double pair royal, and the end hole, he marks for such thirteen points; C. then plays off again with his seven, which B.
pairs,

pairs, and marks two points; D. plays his seven, and marks six points; and A. playing his seven, makes a double pair royal, for which, and the end hole, he marks thirteen points more; here again C. plays his six, which is paired by B. who scores two points; D. plays his six, and marks six points; and A. who is the last player, makes a double pair royal with his six, for which, and the end hole, he marks thirteen points, which, with the various other points played by A. and B., compleat the game, or sixty-one points, while C. and D. have only been able to play twenty-four points. — Thus the game is won by A. and B., without holding a single point.

SIX CARD CRIBBAGE

Is so much like Five Card Cribbage, in every point of view, that if you can play well at that game, you cannot fail doing it at this; hence it will not be necessary to enter largely upon the game of Six Card Cribbage. It is composed of pairs,

pairs, pairs royal, double pairs royal, sequences, fifteens, flushes, &c. and is counted and marked in precisely the same manner as with five cards, except that the non-dealer, at the commencement of the game, *must not score any holes for last*; but begins the game upon an equality, and in playing your cards at this game, they must all be played out, so that when you have played either the end hole, or made thirty-one, if there are any cards remaining in the hands of either party, such cards must also be played in the same manner to make pairs, fifteens, sequences, &c. as before, and in doing this you will always endeavour when you are the last player, to retain as close cards as you possibly can, for this will frequently enable you to make four points by playing your two last cards, when you would otherwise only make one point.

FOR EXAMPLE.

Suppose you to hold for the last two cards, a seyen and eight, and that your adversary has only one card remaining in his hand, the probable chance of its being either a six or a nine, (in either

either of which cases you come in for four points) is eleven to two; therefore it is only eleven to two but you gain three points by this play (exclusive of the end hole,) whereas, if you were to retain for your last two cards, a seven, with a ten, or any two cards which are distant from each other, you have no chance to gain any thing by them only the end hole, as there is no possibility of their coming in for any sequence; or if you can retain a pair of any kind for the last two cards, (your adversary having only one card, and he being the first player,) you by this means make a certainty of two points, exclusive of the end hole. By the same rule you ought always retain such cards (supposing your adversary to have none left) as will either make a pair, fifteen, &c. for by this means you gain many points which you otherwise could not possibly get.—Having paid a proper attention to the best method of playing your hand, you have only to study the state of your game, in order to enable you to form a right judgment when you are to play off, and when to play on; to do this with propriety, it is necessary to state the different stages of the game, when it may be presumed you are at home, and have

have a preference for winning the game, and when not.—It is generally admitted, by professed players, that having the deal to commence the game with, is of some trifling advantage; but it is so very small, that I will venture to pronounce, if any dealer were to give one point to his adversary, he would be considered to have the worst of the game, for you are entitled to mark twenty-five points, by three shews and play; at this game, consequently, the person who begins the game with the deal, ought to make his second deal with his first peg twenty-five points up the board, and his third deal within eleven points of the end.—You will also observe, that the person who does not commence the game with the deal, may be considered to have a preference for the game, if he can make his first deal with his front peg over the tenth hole going up the board, for by this means he has a right to expect to make his second deal with his first peg in the 36th hole, or six points turned the top, from whence he has a probable right of running home in his next three shews; you will therefore, whenever you find your adversary gains a preference for the game, be governed by the appearance of the cards you take up.

For

FOR EXAMPLE.

If your cards present you with a flattering prospect, it is your duty to make a push, in order to regain a preference for the game by running, whereas if you take up bad cards it will (in this case) be the best play to endeavour to stop your adversary as much as possible, and thereby have the probable chance of winning the game by his not being able to make good his points.

C R I B B A G E.

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C R I B B A G E.

FIFTH PART.

RULES to be observed in playing the
Games of CRIBBAGE.

A Dealer may shew every card he has, if he thinks proper, in dealing.

If a dealer shews any of his adversary's cards in dealing, his adversary shall be entitled to mark two points, and have liberty to call a fresh deal or not, as he shall think proper.

If the dealer gives his adversary any number of cards more than his due, the non-dealer shall mark two points, and have liberty to call a new deal, provided he discovers such mistake before he takes his cards off the table into his hand.

If the dealer shall observe his adversary to have more cards in his hand (after they are

H taken

taken up) than he is entitled to, he shall mark four points, and call a new deal.

If a dealer gives himself any number of cards more than his due, his adversary shall mark two points, and call a fresh deal or not, as he thinks proper ; if he does not choose a new deal, he shall have liberty to draw the extra cards out of the dealer's hand.

If a dealer is caught with more cards than his due, after being taken off the table into his hand, his adversary shall mark four points, and call a fresh deal.

No person shall have liberty to shuffle, or even touch the cards, from the time the cards are dealt, to the time they are to be cut for the turn-up card, under penalty of two points to be marked to his adversary.

If any person takes more points than he has a right to, either in playing the cards or marking his hand or crib, his adversary may first put him back as many points as he has over marked, and then add to his score the number of points he has taken.

has then a right to score so many points towards his own game.

No person shall presume to touch either of his own pegs, except when he is entitled to mark something, without forfeiting two points to his adversary.

If any person by accident puts any of the pegs out of their proper places, it shall be left to the judgment of some person present to replace them as near as possible to the same situation as before.

If any person takes out his front peg, he must put the same into the board behind his other, which must then become his front peg.

If any bye-stander speaks, or any way interferes in the game, he shall forfeit.

If any person marks a less number of points than he ought, his adversary must not score any thing for such omission.

Each party shall have a right to pack his own cards ; and if any person who puts his own cards

to the pack has omitted to take for them, (whether hand or crib,) such person shall not have liberty to mark any thing for the same afterwards.

The following are PRACTICES commonly made use of by Professional Players, or such Men as are generally known by the Appellation of BLACK LEGS, &c.

HANDING THE CARDS.

SO called from the cards being secured in the palm of the hand.—The person who practises this art at Cribbage generally takes care to get two fives, with any other two cards, placing one of the two ordinary cards at the top, next to it one five, then the other ordinary card, and under it the other five. These four cards, so placed, he secures in the palm of his hand, while he desires his adversary to shuffle the cards, and being very generous, also tells his opponent to cut them. When this is done, he puts his hand which contains the four cards upon that part of

the

the pack which is to be uppermost, and then leaves the cards on the same ; consequently, when he deals the two fives will fall to his own hand of cards ; by which means when a person who can hand deals, he is pretty sure of two or more fives.

W I A Y I N G,

Is securing one or more cards upon the knee, under the table you play at ; and therefore any person who practises this art has always the choice of exchanging any of the cards he thinks proper for those he has thus secured ; which is the same as suffering your adversary to have the choice of six or seven cards, while you have only your proper number.

G A R R E T T I N G :

Is so called from the practice of securing the cards either under your hat, or behind the head.

The method of doing this is, to select out three or four extraordinary good cards, while your adversary is marking his hand or crib ; and placing the same behind your head. This being

done and the cards properly dealt, you take up your own cards, which you take care to examine pretty quick, and after laying out any two you think proper for crib, you immediately with one hand put your other remaining cards upon the pack, and with your other hand take down the cards which have been secured ; then in lieu of very bad cards which you possibly might have had, you have the best which can be got.

SLIPPING THE CARDS:

Is performed in various ways, all which tend to put the same cards at the top again, which have been cut off, and ought to be put underneath. Whenever this is done, you may depend the cards are previously placed in such manner as will answer the purpose of the person who performs the operation.

WALKING THE PEGS:

Means either putting your own pegs forward, or those of your adversary back, as may best suit your purpose ; and it is always executed while you are laying out the cards for crib.

The

The method generally adopted for this business is, to take the two cards which you intend to put out for the crib and fix them with your third finger upon the back of the cards, and your others on the front thereof ; then holding them fast in your hand you cover the pegs in the board from the sight of your adversary, while with your first finger and thumb on the same hand you take out unperceived any peg you like, and place the same wherever you think proper.

SLIPPING THE FIVES.

Slipping the Fives, at Cribbage, is an amazing strong advantage.

The mode of doing this is, first to mark them in any manner so as to know them ; and whenever it happens that you observe one coming to your adversary, you give him the next card under in lieu thereof, which many who are in the habits of playing much perform with extraordinary great dexterity.

CUT CARDS:

Cut Cards are sometimes called Longs and Shorts.

These

These are a pack of cards which are regularly prepared, having the sixes, sevens, eights, and nines, all cut something shorter ; and the fives, and all the tenth cards, cut something narrower than they were. By this means, if you want a particular card to start, you cut accordingly.

F O R E X A M P L E.

If the cards are cut as above described, and you want a six, seven, eight, or nine to be the turn-up card, you lift up the cards by taking hold of them at each end, by which means the sixes, sevens, eights, and nines being shorter that way than the others, the probability is very great that one of those will be uppermost, and consequently the card you wish. On the other hand, if you wish for a tenth card or five to start, you lift up the cards by taking hold of the pack at each side, which makes it almost a certainty that some of the cards you wish for are turned up.

CARDS TAKEN OUT OF THE PACK.

It is a very common thing for some people to take two or three cards (generally small ones) out of the pack, which not being known to his adversary,

adversary, makes him play to a very great disadvantage indeed. It is therefore your duty to count the whole pack as frequently as you think proper.

THE OLD GENTLEMAN

Is sometimes called a Brief Card ; and must have been procured from some person who has the making of cards, it being somewhat larger than any which are made up into packs ; by which means, by fixing any card you think proper under it, you can always have the card so placed under for a start, when your adversary deals ; or by selecting two fives, with any other card between them, and placing the said three cards under the Old Gentleman, you are enabled to make your adversary give you the two fives when he deals, by cutting the cards where you feel the Old Gentleman.

BRIDGING THE CARDS :

Is done when you wish for any particular card to start, and you can by any means find such card and place it on the top of the pack. This done, you bend the upper part of the cards upwards,

upwards, and the lower part of the cards downwards ; then dividing the cards, and putting those which were under at the top, and the two cards which have been bent opposite ways will be found together, and will form a cavity, something like the arch of a bridge, by which means you can perceive where to cut for the card you want.

GIVING THE OFFICE :

Is when you suffer any person to look over your hand, and such person by means of his foot or fingers makes your adversary fully acquainted with every card you lay out, which enables him to manage his cards accordingly.

SADDLING THE CARDS

Is frequently practised at Cribbage.—This is bending the sixes, sevens, eights, and nines in the middle long ways, with the sides downwards ; by which means it is extremely easy for you to have one of those cards for a start, by cutting where you perceive a card bent in that manner, taking

taking due care to leave the card so bended uppermost.

DEALING THE FIVES FROM THE BOTTOM

Is a very common practice : It is therefore very necessary for you to be watchful over your adversary while he deals.

NEW CARDS WHICH HAVE BEEN OPENED AND MADE UP AGAIN

Are frequently introduced : It is, therefore, exceeding proper (when new cards are called) to examine very carefully the stamped wrapper, and always open the cards yourself, for fear of their being changed upon you ; it being very common for many people to carry cards in their pocket, which are all marked, and consequently as well known by their backs as their faces by the person who introduces them.

M A R K I N G C A R D S :

Is performed in so many different ways, that there is no pointing them all out ; all that can possibly

possibly be done is, to examine the cards very often and minutely, and when you perceive any marked order them to be changed.

MOTTO: SIT MORS DIVITIÆ DISTANT
SOLITUDINIS ET VIVENTIAE VITÆ
VITA IN MORTALITATE. VITÆ VITÆ
MORTALITATE. VITÆ VITÆ
VITÆ VITÆ VITÆ VITÆ VITÆ VITÆ
VITÆ VITÆ VITÆ VITÆ VITÆ VITÆ

F I N I S.
**MVSEVM
BRITAN
NICVM**